DOCUMENT RESUME

ED 360 210 SO 022 956

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TITLE Knights of the Round-Table.
INSTITUTION Marysville Unified School District 364, KS.
PUB DATE [Aug 91]
NOTE 8p.; Printed on paper of varied hues.
PUB TYPE Guides - Classroom Use - Instructional Materials (For Learner) (051) -- Guides - Classroom Use - Teaching Guides (For Teacher) (052)

EDRS PRICE MF01/PC01 Plus Postage.
DESCRIPTORS *Class Activities; Elementary Education; Elementary School Students; Games; *Goal Orientation; Instructional Materials; *Medieval History; *Role Playing; *Social Studies
IDENTIFIERS *Middle Ages

ABSTRACT

This document describes a classroom learning activity that brings together role playing, learning about the Middle Ages, and working for rewards. In the course of the activity, entitled "Knights of the Round Table," students advance by completing assignments and amassing points. Players move upwards through the beginning or "peasant" level through "serf," "page," and "squire" levels until they finally accumulate enough points to become "knights." There are different characteristics assigned to each of the roles and varying numbers of points required to advance through the game. For instance, peasants and serfs earn points called "coppers," while pages and squires can earn "silvers." Only knights can earn "golds." Each special project to which teacher and student agree is a "quest," and a student may earn a "jewel" upon completion of a special task. Students who land on specially marked spaces can draw cards marked "Merlin's Magic," while those who fail to earn at least 50% of possible points on a given day go to the "Dragon's Lair" until they earn enough points to receive three jewels. (SG)

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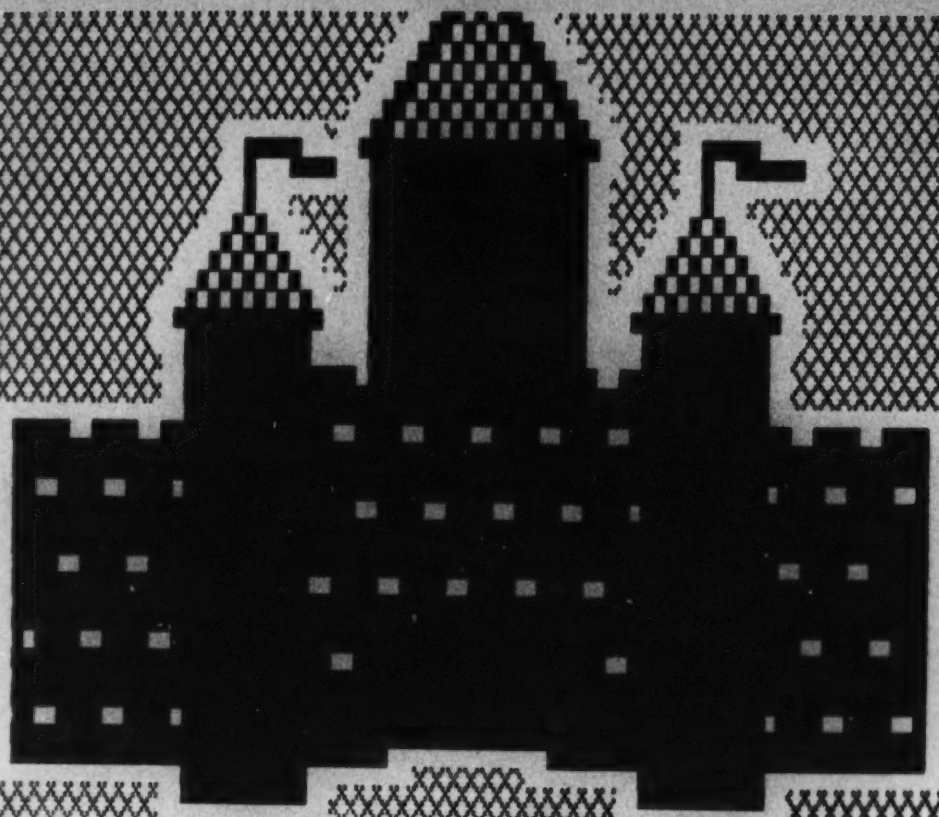

Knights of the Round-table

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KNIGHTS OF THE ROUND TABLE

This is a system designed to reward the I.R.C. students for meeting academic and behavioral goals. The typical day will have 100 points possible so the levels you will read about should be considered on a percentage bases. That is, if a day is shortened and only 80 points were possible then the advance of the student will be on a percentage of the possible points.

The following will define the terms used in the Knights of the Round Table.

LEAVE THE ... - This is the amount of coins necessary to begin a quest on a new level.

GOING FORWARD ... - The percentage of points necessary to move forward one space.

QUEST - A special project which is agreed upon by the student and teacher. This is a form of a behavioral contract.

JEWEL - A special reward ticket which is issued to a student for doing a special favor and/or showing special effort in school.

MERLIN'S MAGIC - The student when landing on specially marked spaces on the Squire and Knight levels will draw a card and follow the directions on the card.

DRAGON LAIR - Any student who earns less than 50% of the possible points on any given day will have their knight removed and placed in the Dragon's lair. The student will lose all points, etc. and will remain in the lair until they earn 3 Jewels. At that time they will be returned to the board at the beginning of the commoner class (peasant house) or (squire's house) depending upon their position when they entered the lair.

Students on all levels, except for Knight, may make purchases any day before school and at other times announced by the King. Knights may make purchases at any time that doesn't interfer with the classroom.

Peasant

This was the lowest level in the feudal system. They were commonly the farmers on the Manor Lord's land.

** Students on the peasant level will earn points known as COPPERS.

LEAVE THE HOUSE COPPERS ------ 100

GOING FORWARD COPPERS ------ 70

METHOD OF PROGRESSION TO NEXT LEVEL ----

Student must move to the last dot before Serf house, must have 700 Coppers, score 80 Coppers on the day of advancement, and write a 50 word paper on what farming would have been like in the Middle Ages.

SPECIAL NOTES :

Peasants were expected to pay the Manor Lord for the use of the land. Peasant level students must pay 200 COPPERS the last school day of the week for the daily use of the classroom.

Coppers from this level can not be retained upon movement to the next level and may not be used to purchase favors from the King.

Serf

In the feudal system a Serf was a type of slave which was bound to the land and subject to the will of the owner.

** Students on the Serf level will earn points known as COPPERS.

** Serfs may also earn "Jewels"

LEAVE THE HOUSE COPPERS ----- 150

GOING FORWARD COPPERS ----- 75

METHOD OF PROGRESSION TO NEXT LEVEL ----

Students must move to the last dot before the Page house, must have 700 Coppers, score 85 Coppers on the day of advancement, and write a 50 word paper on the rights we enjoy now that a Serf would not have in the Middle Ages.

COPPER PRICE LIST

Pencil ----- 100	Erasers (sm.) ---- 100
Restroom break -- 100	Rent classroom book --- 75

SPECIAL NOTES:

Serfs are not required to pay the Manor Lord for the use of land or for food.

Jewels earned maybe cashed in at a rate of 1 Jewel = 250 Coppers.

All Coppers must be spent before moving to the Page Level.

Page

In the feudal system a Page was a youth training to be a knight. Usually he helped his master and it was considered an honor.

** Pages will earn points known as SILVERS.

** Pages may also earn Jewels for special help.

LEAVE THE HOUSE SILVERS ---- 75

GOING FORWARD SILVERS ---- 80

METHOD OF PROGRESSION TO NEXT LEVEL - --

Pages must select a task flag when they begin their quest and complete the task for the King while they are a Page. They must move to the last dot before the Squire's house, must have 250 Silvers, score 85 Silvers on the day of advancement, and correctly identify each piece on the Chess board.

SILVER PRICE LIST

King's Trading Store ----- Priced as marked in silver

Restroom and/or drink break ---- 100

Breakfast - - - 20

Filmstrip (in school only) - -- 225

Rent Classroom Book - - - 25

Prize box (1 per week) ----- 500

Special projects avaible on contract with the King. Silvers may be collected and used on the next level.

Squire

In the feudal system a squire was a noble class young man in training to be a knight. They usually were an armor bearer for a knight.

** Squires will earn points known as Silvers.

** Squires will earn Jewels for special help.

LEAVE THE HOUSE SILVERS ---- 150

GOING FORWARD SILVERS ------ 85

METHOD OF PROGRESSION TO NEXT LEVEL ----

Squires must continue to carry task flag from page level and either add another task flage or earn 5 Jewels while they are a Squire. They must move to the last dot before the Knight's tent, have 500 Silvers, score 90 silvers on the day of advancement, and correctly identify the legal moves of each Chess piece.

SILVER PRICE LIST

Breakfast -- FREE

Restroom and/or drink -- FREE

Filmstrip (in school) -- 225 (at home) -- 300

Board game -- 500 Prize Box -- 500

Pet (with parent's permission) -- 1000

Round Table dinner --- 1500

Special projects avaible on contract bases with the King.

SPECIAL NOTE : All Silvers must be spent before moving to the Knight level.

Knight

In the feudal system a noble mounted man in arms which was pledged to support his Lord.

** Knights will earn points known as Gold.

** Knights will earn Jewels for special Quests.

LEAVE THE TENT GOD ---- 150

GOING FORWARD GOLD ---- 90

METHOD OF PROGRESSION TO THE ROUND-TABLE ---

Knights are required to continue to carry their task flags and successfully complete 2 Quests. They must also earn at least 8 Jewels while a Knight. When they approach the King's castle the challenge is to play the King one game of Chess and to agree to train Squires in the art of Knighthood.

GOLD PRICE LIST

Supplies maybe purchased at the King's Store for the price marked.

FREE -- Breakfast, Drinks, Restroom, film-strip rental, classroom books.

Pet (with parents permission) -- 750

ROUND TABLE DINNER, AS A GUEST OF THE KING.

Reduce a daily assignment (subject to King's approval) -- 750

Game of Quest --- (limit 15 minutes per week) -- 500

Badge maker --- 350 Prize Box --- 500

Knights who become members of the round-table receive all the items free, subject limitations by the King.